

CC 74

PROJECT 003 - Session 1 29 Jan 80 (H)!(F)  
 VIC OF:

SG1A



+2 ALTITUDE barren mtns

VALLEY to L.

Lg complex - poss portion of town  
 SECTION OF WALL

+5 position BE looking to NW

F. LOOK down

✓ H. big board slab vertical curved sides  
 scroll w/ spindles on ea. end

✓ +8 H. some kind of Antenna on my side of slope

+9 H. CAN see stars silhouetted against a fire - big red glow

+11 H. big truck off ~~the~~<sup>a</sup> road

✓ +14 H. two big guns under netting - shape only  
 - can't see under net. SP Guns.  
 Tracks

+16 H. multiple nondescript shapes looks like  
 bullet poc-marks on glass. or shell  
craters

F. Tell about objects the bullets hit

+17 smooth texture with splatter. look like  
 rear window of early-mid-70's rear  
 curved windshield - curves on ends.

+17 It's dark in tone - can't see whole  
 vehicle

- +19 H. single hill and top glows like metallic reflection
- +21 H. something underground at the reflection  
aluminum or aluminum paint color
- +25 H only one road visible going into (hill?)  
truck on road w/ engine idling
- +25 H Feeling he's only seeing facade -  
something below the big panel.
- +25 H hilly rough country
- +25 H stinging face  
people inside. bright lights. can only see  
one side.
- +26 H big leveled area in front of structure  
either local material or cement
- +26 H overhanging structure  
pipes a lot side by side - most  
vertical
- +28 H light from sky is lighting up one side  
of cliffs
- +29 F anything to add?
- +30 power line coming in to this place.

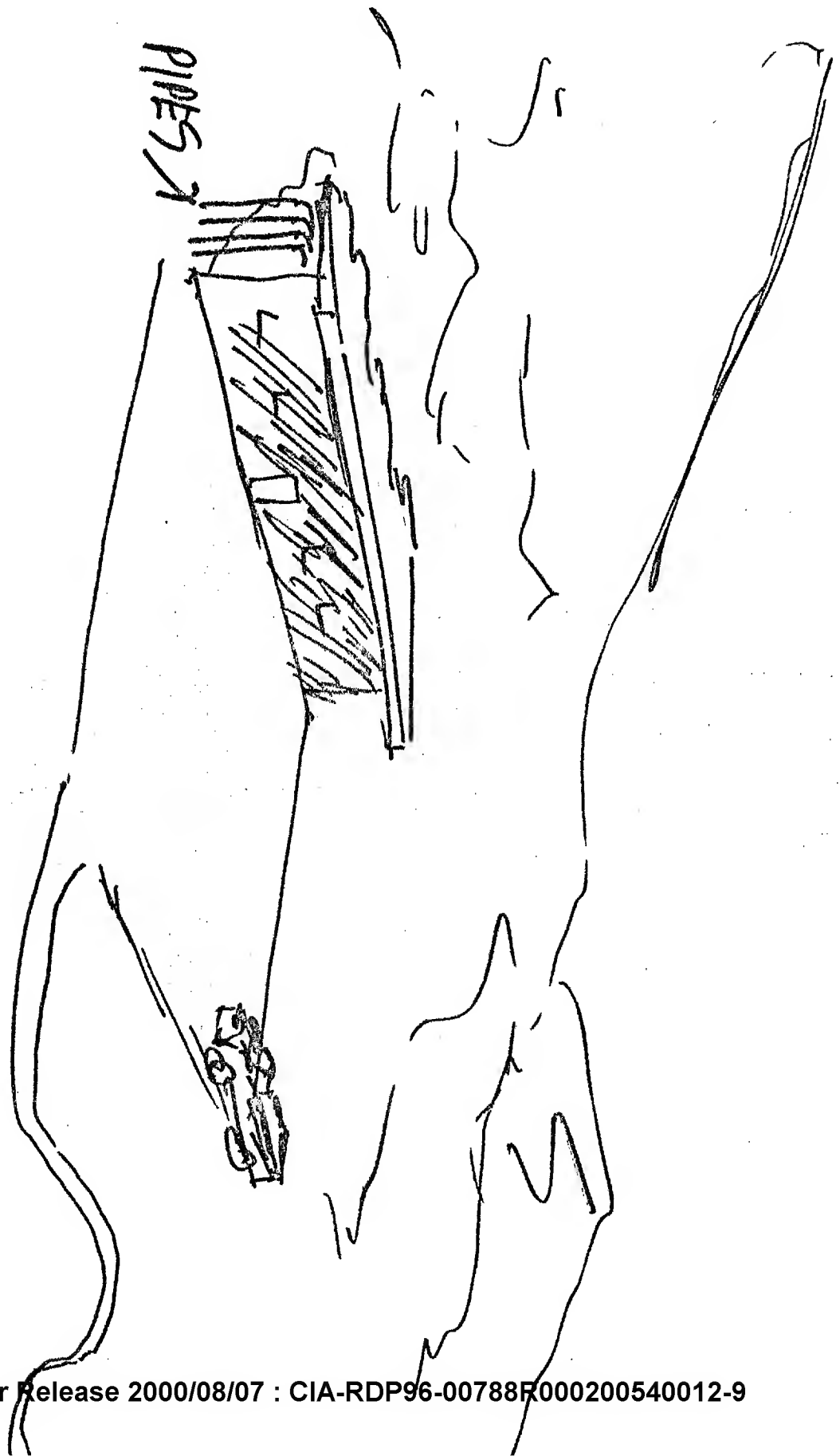
How about The Things ?  
The bullets were hitting!

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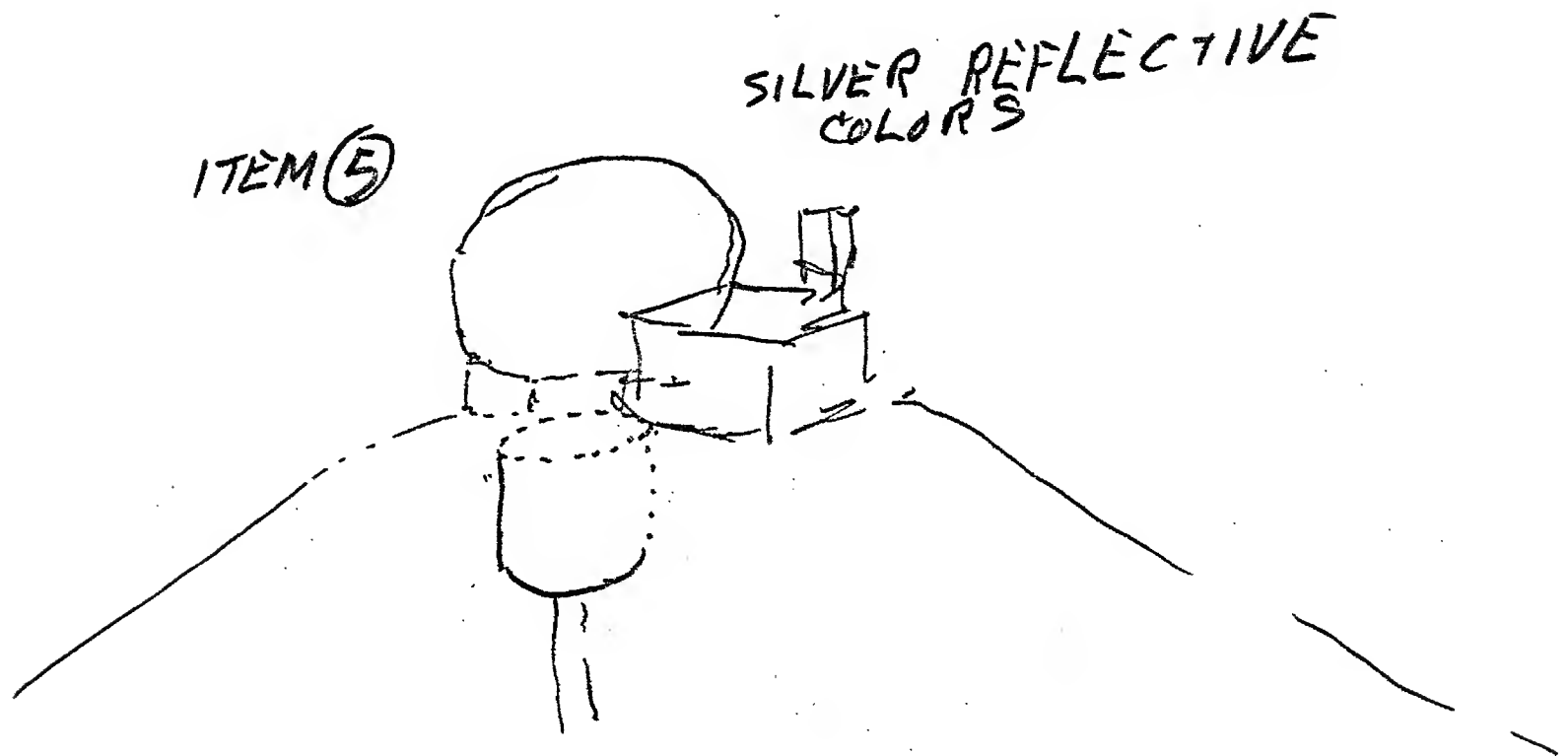
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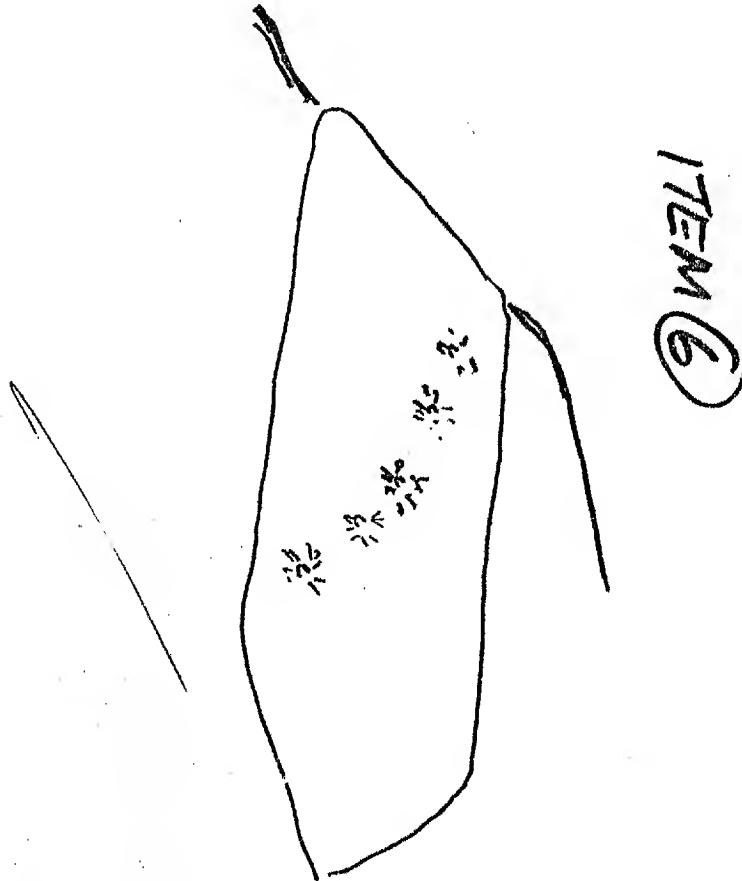


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④